

SONIC

THE COMIC

NEW
SONIC
STORY

BARMY DREAMERS!

THE ULTIMATE
NIGHTMARE!

NEW
TAILS
STORY

SMALL
CHANGE!

PLUS

Q ZONE
REVISITED!

SONIC 2 & 3!

NIGHTS!
IN YER FACE PIN-UP!

ECCO!
COMIX ZONE!
PC REVIEWS!

PIXEL ZONE!
COMPUTER ARTWORK!



CONTROL ZONE



Hey, Boomers!

If you like your comics well done, you're in for a treat! Spoon-fed to you this issue includes a double-helping of new stories: Ultimate Nightmare starring Sonic, and Tails' Small Change.

There's also a taste of dolphin friendliness with a PC review which includes Ecco the Dolphin. Plus, if you feel like a second helping of NIGHTS, Sega's hot Saturn release - just check out the Elliot Pin-up. Mixed together with more Sonic Q Zone's, it's more than a mortal can take (so I'm told!).

Better go, Boomers - as I compose this menu to you, those excruciating hums are attempting to hide my micro chips! I'll resist the temptation to hide their deep fried lard bars in retaliation! What I have to put up with...

Megadroid

HAPPENING TO A HALLOWEEN ISSUE NEAR YOU!



Be afraid! Be very afraid - they're back next issue for another megamental run! What am I talking about - Decap Attack, of course! So, get ready to be reacquainted with Frank, Igor, Chuck and Head - the stars of one of STC's most popular strips. You have been warned!

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PRODUCTION: Sarah Colley
CONSULTANT: Richard Burton

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SEGA

COMPILED BY
STILLBORN CHARTERED
ChartTrack
© ELSA

↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ↑ OLYMPIC SUMMER GAMES
- 2 ↓ BRIAN LARA CRICKET '96
- 3 NEW WORMS
- 4 ● TOY STORY
- 5 ↓ FIFA SOCCER '96
- 6 ↓ MICRO MACHINES 2
- 7 ● TAZ-MANIA: ESCAPE FROM MARS
- 8 ● SONIC AND KNUCKLES
- 9 ● MEGA BOMBERMAN
- 10 ● STREETS OF RAGE 2

SATURN

- 1 NEW MORTAL KOMBAT 3
- 2 NEW LOADED
- 3 ↑ SEGA RALLY
- 4 ↓ THE NEED FOR SPEED
- 5 ↓ VIRTUA COP
- 6 ↑ VIRTUA FIGHTER 2
- 7 NEW ROAD RASH
- 8 ↑ FIFA SOCCER '96
- 9 ↓ GUARDIAN HEROES
- 10 ↓ SHINING WISDOM

MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETHERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↑ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 ↓ POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING

SONIC

THE HEDGEHOG

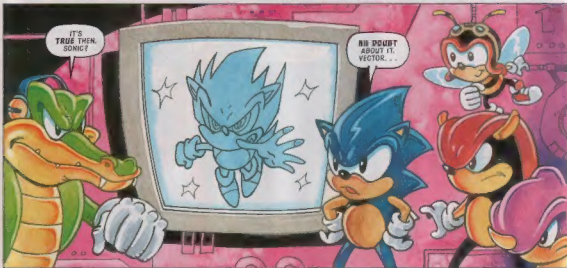
The Ultimate Nightmare

COMPLETE STORY

Script & Art:
MIKE KITCHING
Coloring:
ANDY PRITCHETT
Lettering:
TOM FRANK



THE CHAOTIX CREW'S SATELLITE BASE IN THE MYSTERIOUS DIMENSION KNOWN AS THE SPECIAL ZONE.



IT'S
TRUE THEN,
SONIC?

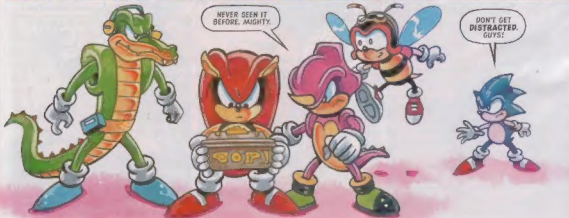
NO DOUBT
ABOUT IT,
VECTOR...

SUPER SONIC HAS DEFINITELY MOVED!
WHEN I LOOKED AT THE OMNI-VIEWER
TWO DAYS AGO, HE WAS IN A SLIGHTLY
DIFFERENT POSITION!

OH YES,
IMBRO-DIVOLY!
I NOTICED
SUPER SONIC
MOVING AGES
AGO!

THEN WHY DIDN'T
YOU SAY SOMETHING
ABOUT IT, CHARMY?

BECAUSE WHENEVER
I TELL YOU STUFF YOU
JUST YELL AT ME!



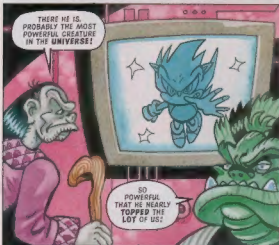


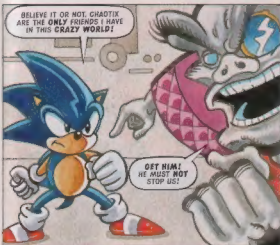
JIMINY CREEPERS,
NOT THAT!

I... I'M
FALLING!



WHAT'S
HAPPENING...
I DON'T SEE
ANYTHING!





HOW'D YA LIKE A FACE
FULL OF TOXIC WASTE,
YA LITTLE...

YECCCH!

IS THIS YOUR
OWN RECIPE,
BIO-HAZARD?

SPLUURGE!

NO!

YOU FOOL, BIO-HAZARD!
JUST HOW POISONOUS
IS THIS FILTHY STUFF?

UH, IT'S PRETTY DEADLY...
BUT I GOT THE ANTIDOTE
BACK AT DA HIDEOUT!

THEN I SUGGEST YOU
AND SIDEWINDER LOSE
YOURSELVES BACK THERE!

GO ON, BEAT IT BEFORE
I CHANGE MY MIND!

SO, AFTER THE VILLAINS
HAVE SHRUNK THEMSELVES
ONCE AGAIN...

IF I GET ANY
OF THIS FILTH
ON MY SUIT...

WORRY ABOUT YOUR
DRY CLEANING BILL
LATER, MR ERY!



NEXT ISSUE: NACK'S BACK DUE TO DEMAND!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 10 = YAWNVILLE

10-20 = NORMALSVILLE
20-30 = FUN CITY

30-40 = BIG TIME CITY
OVER 40 = CRAZY CITY

EASY PC!

SEGA POWERS ONTO HOME COMPUTERS!

Those Boomers who have sent STC e-mail and computer generated pics (see this issue's Pixel Zone), will know how useful a PC (personal computer) is. You may have even surfed the Internet for hot Segasational news. However, how many of you know that Sega have released a whole host of classic console games on PC CD-Rom? From *Ecco the Dolphin*, *Comix Zone* and *Tomcat Alley* to *Virtua Fighter*, they've all had the PC treatment.



The difference with these games being on PC is that you can experience the same type of game action you get from coin-operated arcades, in the comfort of your own home!

Yes, the dinosaur age of the PC has since changed from when games used to look dull and boring. Incredibly, it's all due to a tiny piece of gadgetry called the Pentium Chip, which boosts the power of personal computers no end. This PC technology is able to offer richer 3-D graphics, smoother animation and faster gameplay. Sega have particularly paid attention to additional features in their PC CD-Rom releases, including live help screens and easy loading onto most standard PC equipment in the home.



Special 'character menus', which offer information about the main characters and Badniks in the game, will also appear in games like the PC version of *Sonic CD*.

Following the July launches of *Baku Baku* and *Virtua Fighter*, Sega are also due to release *Panzer Dragoon* in October, *Daytona USA* in November, and *Sonic 3*, *Sonic & Knuckles*, and *Sega Rally* in the forthcoming months. There will also be a brand spanking new line-up of games solely for personal computers. What's more, according to Sega sources, they aim to keep all games under the £40 mark. The price of these games should be welcome news for your piggy bank!



The Game Gear's version of *Baku Baku* - now available for PC'ers!

NOTE: Check the PC system requirements enclosed with each game prior to purchase, to ensure it will run on your home PC.

ECCO THE DOLPHIN

PC CD-ROM

GAME TYPE: ARCADE ACTION
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+

SEGA PC



ECCO THE DOLPHIN

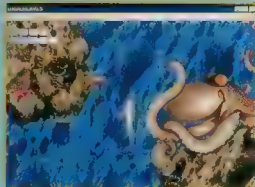
PENTIUM PROCESSOR



WIN95/NT
CD-ROM

Eek! Hold onto your flippers, the classic Sega console game Ecco the Dolphin is far from being washed out!

The tale goes that due to a raging storm, Ecco has become separated from his family. In order to find his shoal of



marine mammals and put his oceanic world to rights, he has to fight jellyfish, solve puzzles, and collect energy reserves along the way. If you thought dolphins were timid, wait until you see how Ecco head-butt's his enemies into submission! You'll be so busy with the tasks involved, that you'll hardly have time to come up for air!

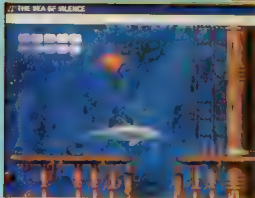
Animation wise, this PC version really takes Ecco to new depths, enabling him to realistically move through and leap out of the water! Ecco moves so fast that a rename of Sonic the Dolphin seems more appropriate! The atmospheric 'water music' soundtrack gives the game a tense and spooky feel,

keeping the controller transfixed to the screen.

Ecco the Dolphin undoubtedly has enough thrills, chills, and spills to keep you fighting to the fin-ish!

PC REQUIREMENTS

Min Memory: 8 MB
Windows: 3.1 or later versions
Min CPU: Pentium 60 Mhz
Usable Hard Disk Space: 10 MB



COMIX ZONE

PC CD-ROM

GAME TYPE: ARCADE BEAT 'EM-UP
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+



Originally a Mega Drive game, **Comix Zone** is now a beat 'em-up in a class of its own. It even gives the player an insight of behind the scenes activity at **STC** (now how did they do that!).

Comic by style and by nature, as controller, you play an artist called Sketch, who's trapped inside the pages of a comic book. Sketch, and his pet rat side-kick, Roadkill, must get to the end of the book in order to return to the 'real' world. With fists at the ready, plus all the martial arts skills Sketch can muster, the idea is to come out fighting!

Comix Zone features plenty of fighting fun, (it isn't as brutal as say, *Virtua Fighter*). The clever

graphic arrangements make it look like the pages of a comic book, complete with the likes of speech balloons, plus it's jam-packed with force.

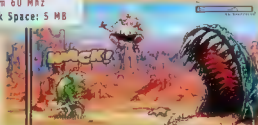


As Sketch works through the pages, it's a handy tip to keep all eyes peeled for things to pick up as these prove useful at a later stage. A special score screen which appears between levels adding up points and bonuses, helps to keep track of your progress.

Considering that there's not a great deal of beat 'em-up games available for the PC, **Comix Zone** is a game which will impress gamers with it's originality alone.

PC REQUIREMENTS

Min Memory: 8 MB
Windows: 3.1 or later versions
Min CPU: Pentium 60 Mhz
Usable Hard Disk Space: 5 MB



IN THE TOWN OF BACKWATER THE DEPUTY SHERIFF HAS JUST LOCKED UP HIS LATEST PRISONER, KNUCKLES!

TAINT NO GOOD TRYIN' TO ESCAPE THAT BRAND NEW CELL ARRIVED FROM METROPOLIS CITY ONLY LAST MONTH!

KNUCKLES
THE GOOD, THE BAD, & THE UGLY!
THE EDITION
NEW! GOOD EDITION! NEW! BAD EDITION! NEW! UGLY EDITION!

HE'S RIGHT! MY KNUCKLES CAN'T DIG THROUGH SOLID STEEL!

SO YOU WERE DRIVING YOUR HERD OF AFTERK TO THE METROPOLIS ZONE WHEN THIS CHARACTER STARTED A STAMPEDE!

WELL, HE TRY TO KEEB MY GOOD FRIEND, ZOOSTER!

AIN'T GOT ANY PROOF DEPUTY, BUT WE THOUGHT WE'D BETTER BRING THE VARMINT!

GUESS I'LL JUST HOLD ON TO 'EM 'TIL THE SHERIFF RETURNS FROM OUTTA TOWN!



PA
I MEAN MAYOR
WHAT'RE YOU
DOIN' HERE?

COME
TO SEE THE
PRISONER,
BOY?



LOOKS LIKE
A REAL DESPERADO.
THE KIND WHO'D SELL
HIS OWN KIN

RECKON
YOU HAD ONE
LUCKY ESCAPE,
ROOSTER

NICE TO
MEET YOU
TOO



SO, WHY
WERE YOU
SO CONCERNED
ABOUT MY
HEALTH?

WELL, I
FIGURED WE'RE
IN THE SAME
BUSINESS AND NEXT
TO ME YOU HAVE THE
BIGGEST HERD OF
CHICKENS IN THESE
PARTS



BUT
IF THAT'S YOUR
ATTITUDE, I'M
LEAVING!

I THINK
I'LL HEAD FOR
THE SOULDEN
GET SOMETHING
TO EAT

OKAY
CHITO



SO, YOU
AND THIS BOSS KROUCH
ARE IN THE SAME
BUSINESS, EH?

YUP, AFTERX
MEAT IS AN EXPANDING
MARKET N METROPOLIS
CITY

UNTIL
I CAME ALONG,
BOSS WAS THE ONLY
SPLIPPLER



MAAM, AND
IF YOU WERE TO
HAVE AN ACCIDENT
KROUCH WOULD HAVE
THE MARKET TO
HIMSELF.

I GET
YER DRIFT! WE'LL
WAIT FOR THE SHERIFF
LET HIM FIGURE
IT OUT

THAT NIGHT

WHAT IN
TARNATION WENT
WRONG?

THAT
ROOSTER IS THE
LUCKIEST HOMBRE
I KNOW

HE WAS
BANG IN THE MIDDLE
OF THE HERD WHEN I
STARTED THE STAMPEDE
AND WE STILL
ESCAPED

I WANT HIM
FINISHED! NO ONE
MUSCLES IN ON MY
BUSINESS!

...DON'T WORRY, CHITO

WHAT ABOUT
KNUCKLES?

WHEN
THE SHERIFF
GETS BACK AND
REALISES HE'S
INNOCENT...
THE FINGER WILL
POINT AT
ME!

DON'T
WORRY,
CHITO

I'VE TAKEN CARE OF THE ECHIDNA!

HUH?
WHAT'S ALL THAT
COMMOTION?



THESE
CRAZIES DON'T REALISE
THAT I CAN ESCAPE
FROM THIS!



I LEAVE
TOWN FOR A FEW
DAYS ONLY TO GET
BACK TO THIS...

Y'ALL GO
HOME BEFORE
I LOCK Y'ALL
UP!



NOW WHAT?

SPANG!



WELL, NOW,
SHERIFF...

THERE'S
A COUPLE OF
COMPLAINTS
I'D LIKE TO
REPORT!



NEXT ISSUE DEPUTY KNUCKLES!

PIXEL ZONE

EACH ARTIST-NUME
WHO GETS THEIR
HANDYWORK
PRINTED IN **STC**
WILL RECEIVE A
PACK OF CRAYOLA
MINI STAMPERS 2,
SHAPED-NIBBED,
COLOUR PENS.



05100
two piece

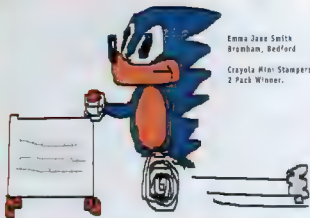
Anita Lam St Albans, Herts
Crayola Mini Stampers 2
Pack Winner.



Sonic speed shopping!

Emma Jane Smith
Bromham, Bedford

Crayola Mini Stampers
2 Pack Winner.



Sonic in another cliff-hanger!



Jonathan Williams, Dawley, Telford, MO owner.
Crayola Mini Stampers 2-Pack Winner.

MEGADROID

← SONIC



Leigh Flagerty, Harrow, Middlesex, MO owner
Crayola Mini Stampers 2-Pack Winner

Tails misses another bus?



David Skinner
Wyken, Coventry.

Crayola Mini
Stampers 2
Pack Winner

Cybertron proposes for next
issue, bunch



Michael Dixon
Sunderland
Tyne & Wear.

Crayola Mini
Stampers 2
Pack Winner.

Use each page from the set of four to draw a picture. Use the pictures to make a story. Use the pictures to make a story.

Use markers or ballpoint pens on plain white paper.
Avoid lined paper and pencils or crayons as they
don't show up as well when printed.

Original and don't copy pictures from the

comic - come up with your own ideas.

Include your name and address, preferably
written in capital letters on the back of
the page.

Good artwork to:

WIMPEY, 2000, SONIC THE HEDGEHOG.

20-24 TANKS PLACE, LONDON, W20 0EX.

WE'LL BE HOME WITH
H.E.R. HANDYWORK PRINTED, IN
WE'LL RECEIVE A PACK OF
CRAYOLA MINI STAMPERS 2
SHAPED NIBBLES CO. G.W. PENS

For your nearest Crayola
Ministampers - Tel: 01224 217766



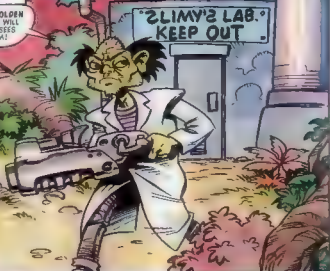
TAILS Small Change

Script: LEW STROINGER Art: ROBERTO CORRA
Colouring: STEVE WHITE Lettering: TOM THAME

COMPLETE
STORY

ALL YOU BOOMERS KNOW GRIMER, DOCTOR ROBOTNIK'S CHIEF SCIENTIST. BUT DID YOU KNOW THAT HE HAS A COUSIN NAMED SLIMY. ALSO AN INVENTOR... AND A BADDIE!

BAH! GRIMER'S ALWAYS BEEN THE GOLDEN BOY IN OUR FAMILY! WELL, ALL THAT WILL CHANGE WHEN DOCTOR ROBOTNIK SEES WHAT A BRILLIANT INVENTOR I AM!



FIRST I NEED TO TEST MY NEW WEAPON! NOW WHERE CAN I FIND A SUITABLE TARGET?



WAAA! PEACE AND QUIET AT LAST!

AAA! PERFECT!



FWZAP!

YIKES! I
SHOULD'VE KNOWN
IT COULDN'T LAST!

HEH HEH!!

UHP! EITHER
THE GRASS IS GROWING
RAPIDLY OR I'M
SHRINKING!

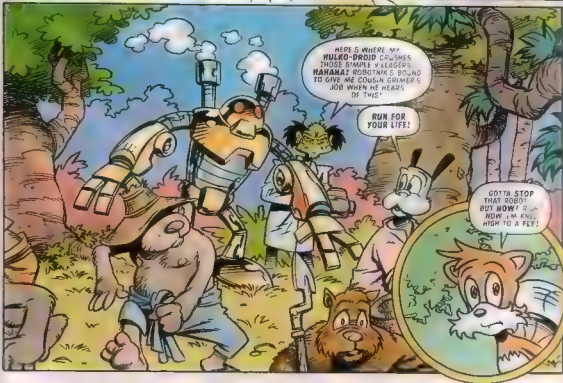
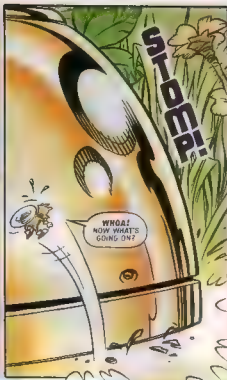
EXCELLENT! MY
REDUCING RAY HAS
SHRUNK TAILS TO
THE SIZE OF AN
ANT! HAHAHA!

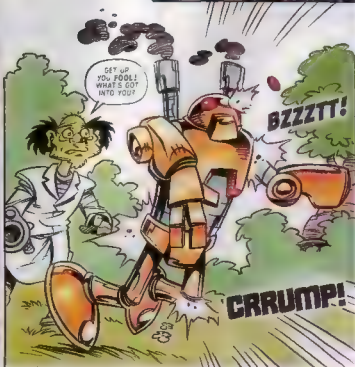
MEANWHILE SPEAKING OF ANTS

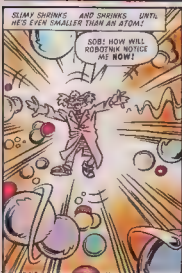
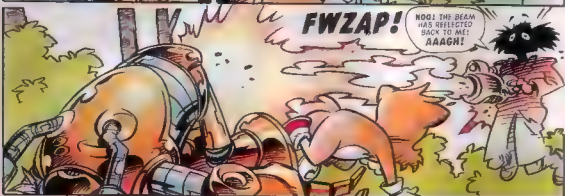
OH NO!
THIS GUY
WANTS TAIL HIS
DINNER!

SORRY PAL, BUT
FOX ISN'T ON
THE MENU!

DUFF!







NEXT ISSUE DECAP ATTACK'S BACK!



Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANTITY.

IF YOU WANT TO ENTER THE Q ZONE FOR SNICKS, YOU NEED HELP WITH YOUR FAVOURITE SEGA GAMES. DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TURSTOCK PLACE, LONDON, WC1E 9DL.



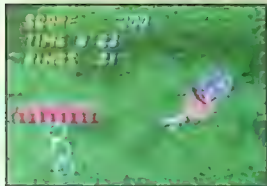
SONIC THE HEDGEHOG 2 Continued



CHAOS EMERALDS

There are six Chaos Emeralds to be found altogether; the first five are located in the second Act of each stage.

EMERALD 1: You'll come across this one at the far top right-hand corner of the level.



EMERALD 2: This is one of the hardest to locate as it's concealed high in the clouds. It's a matter of trial and error as to which clouds can be jumped on and which can't. The emerald is located at the right-hand side of the level again.

EMERALD 3: When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald

EMERALD 4: Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs) and pick up the emerald.

EMERALD 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel. You will also discover a couple of extra lives along the way.

EMERALD 6: Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.

SONIC THE HEDGEHOG 3

Revisited

MD

THE ZONES - PART 1

Things to look out for in all zones:-

- **TV's.** Containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lighting Shields, Flame Shields, 1-Ups, and Robotniks (which drain power from Sonic and Tails).
- **Star Posts.** These lead to the Bonus Stage where you'll find a Gumball Machine with extra 1-Ups, Power-ups, Gold Rings and other goodies!
- **Giant Gold Rings.** These lead to the Special Stage where you need to grab Blue Balls and Chaos Emeralds.
- **Ramps**
- **Loops**
- **Red and Yellow Pogo Springs**

ANGEL ISLAND

ACT 1

Set in the lush jungle foliage, this is a speedy 'warm up act' to get you ready for the coming events!

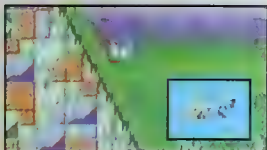
Watch out for: Collapsing Ledges, Vine Swings and Floating Platforms.

Badnik's to guard against: Bloominator, Caterkiller Jr., Monkey Dude and Rhinobot.

ACT 2

Time to get down to some serious work as Act 2 requires your utmost attention!

Keep your eyes open for the Waterfall, Rope Ride, Switches, Tunnels and Hidden Chambers in walls that



contain the Giant Gold Ring which gives access to the Special Stage. If you spot a Star Post, 50 gold rings will activate it in order to get you to the Bonus Round. Guard against Badniks like Caterkiller Jr. and Rhinobot.

HYDRO CITY

ACT 1

Take a deep breath - this stage will leave you gasping!

Watch out for: Overhead Conveyor Belts, Switches, Safety Poles, Water Propellers, Air Fans, Speed Hand Catapults.

Badniks to guard against: Pointdexter, Mega Choppers, Blastoids, Turbo Spikers.

Underwater in Hydrocity, the nasties come thick and fast. By far the worst are the Pirahna - you need a fast flick left and right on the D-Pad to shake them off, otherwise they'll prevent Sonic from jumping. Remember to stop for air regularly, so keep an eagle eye open for bubble streams and take your time when you're in a tight corner. If you find the Water Shield, take it. It is invaluable because you don't need to stop for air and it repels bullets from the cannons. Check walls for hidden chambers and Giant Rings.



The 1000

Next issue: Sonic 3 Revisited - The Zones continued.

SONIC'S WORLD

Future Shock

Script: LEO STOKER Art: DREW HENNING & JAMES HENNINGSON

AN ELDERLY BLUE HEDGEHOG CLAIMING TO BE SONIC FROM THE FUTURE HAS LED AMY, TAILS AND JOHNNY INTO A TRAP WITHIN THE CAVERNS BELOW PLANET MOBIUS

YOU LOWLIFE! SO MUCH FOR WANTING TO HELP US!

YEAH! SONIC WOULD NEVER SELL US OUT TO DOCTOR ROBOTNIK!

I'VE SEEN HOW YOU DUDS GET WIPED OUT IN THE FUTURE! I HAD TO TRICK YOU TO GET YOU HERE BUT OUR ONLY HOPE FOR PEACE IS TO FOLLOW ROBOTNIK!

HANANA! OH WHAT A GLORIOUS VICTORY! HE ACTUALLY BELIEVES THAT!

WHAT DO YOU MEAN?

YOU'RE NOT "SONIC FROM THE FUTURE" YOU FOOL! YOU'RE A CLONE! I CREATED YOU!

AND I HELPED!


A close-up of Dr. Eggman, a large, round, pink-faced character with a large nose and a wide, toothy grin, wearing a red and yellow suit. He is looking at a clone of Sonic the Hedgehog. The clone has blue fur, a white muzzle, and green eyes, looking slightly confused or questioning.

A CLONE?
YOU MEAN
I'M JUST A COPY
OF THE REAL
SONIC?

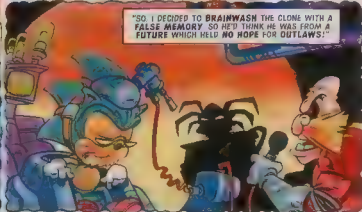
ABSOLUTELY!
YOU'RE NOT FROM
THE FUTURE AT
ALL!

Dr. Eggman is in his laboratory, which is filled with various mechanical devices and pipes. He is looking at a large, cylindrical container filled with a green, bubbling liquid. A clone of Sonic is visible in the background, looking at the container.


I TOOK A CELL
SAMPLE FROM SONIC
WHEN I CAPTURED
HIM AND GREW A
DUPLICATE IN MY
LABORATORY

Sonic the Hedgehog is in a room with Dr. Eggman and another character. Sonic is looking at Dr. Eggman, who is holding a red apple. The other character is a green, reptilian-looking creature with a large head and a small body, wearing a purple shirt and a yellow hat.

I'D PLANNED TO USE THE CLONE TO
ATTACK AND GIVE SONIC A BAD
NAME BUT SOMETHING WENT
WRONG WITH THE EXPERIMENT AND
THE CLONE AGED TOO RAPIDLY!

Sonic is in a room with Dr. Eggman and another character. Sonic is looking at Dr. Eggman, who is holding a red apple. The other character is a green, reptilian-looking creature with a large head and a small body, wearing a purple shirt and a yellow hat.

"SO I DECIDED TO BRAINWASH THE CLONE WITH A
FALSE MEMORY SO HE'D THINK HE WAS FROM A
FUTURE WHICH HELD NO HOPE FOR OUTLAWS!"

Sonic is in a room with Dr. Eggman and another character. Sonic is looking at Dr. Eggman, who is holding a red apple. The other character is a green, reptilian-looking creature with a large head and a small body, wearing a purple shirt and a yellow hat.

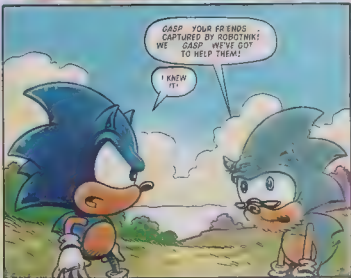
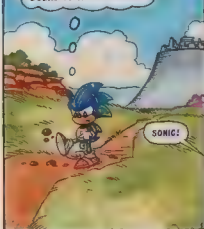
BUT WE RAN TESTS WHICH
PROVED THIS GUY WAS SONIC!

THEY JUST
PROVED WHAT
A GOOD COPY
I AM TAILS!



SHORTLY, MILES AWAY, THE REAL SONIC
WONDERS IF HE'S DONE THE RIGHT THING

I SHOULDN'T HAVE LET MY PALS
GO OFF WITH THAT WRINKLED
VERSION OF ME! THEY'RE
BOUND TO GET IN TROUBLE!



THE GLONE TELLS SONIC THE FULL STORY

...SO NOW YOU'RE AGING AT A FASTER RATE, EH? I THOUGHT YOU WEREN'T WEARING VERY WELL.

THANKS! NOT MUCH TIME HURRY!

SOON

THERE THEY ARE.

NO SIGN OF OLD LARD BELLY SO THEIR RESCUE SHOULD BE EASY!

YOU SHOULD BE SO LUCKY!

SAVE YOUR FRIENDS SONIC! I'LL DEAL WITH HIM!

MEANWHILE, THE GLONE HAS DOCTOR ROBOTNIK TRAPPED IN A COCOON OF SUPER SPEED

HEY BADNIKS! THEY MIGHT NOT LOOK MUCH TO YOU NUMBSKULLS, BUT THEY ARE MY PALS, SO HANDS OFF!

WHOOOOSH!

WHAMM!

AAGH! YOU'RE TEARING MY BATTLE-CRAFT APART
NOOO!

A JUST REWARD, FOR THE LIES YOU PLANTED IN MY BRAIN!

SPINNNN!





SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE LINK MARKED FOR DETAILS.

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!



RITCHIE RICH!

Dear STC,

I am getting a Sega Saturn for my birthday and after a lot of thought, I have decided to buy *Virtua Cop* as my first game. However, my friend said that *Virtua Cop 2* is better. Is this true?
Richard Edwards, Wedmore, Somerset. MD owner.
Sega Mega Hog Tag Winner.



Most sequels are similar in gameplay to the original, Richard.

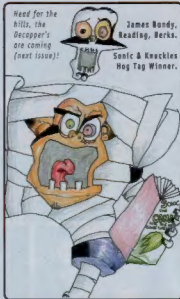
However, there are additional extras such as extra levels/bonuses, special features and new characters.



Send your e-mail
messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal)
address if you want to win a prize!



ONCE IN A WHIRL!

Dear Megadroid,

I thought you might like to hear my idea for a Halloween story: Sonic has a new batty friend called Slash (originally a bat, who has turned into a bathog!). Slash is worth showing in STC because he causes whirlwinds by spinning with his wings open, plus he shoots boomerang fireballs, which is more than you can do!
Jonathan Franklin,
Romford, Essex.
Sega Mega Hog Tag Winner.



Ah, but I have hidden
talents, Jonathan!

BARTON THINKS...

Dear Megadroid,

I thought you might like to know that me and my friends sometimes design computer games, and then draw pictures of them. Among the games we've designed include *Super Sonic 2000*, *Sonic Returns*, *Ninja Tails*, *Super Attack Bomber* and *Termites*. Finally, will any of the Sega games (especially the Sonic ones) ever be available on the PC?



Matthew Barton,
Great Yarmouth, Norfolk.
Sega Mega Hog Tag Winner.



Keep at it, Matthew and
friends! To answer your
query, I hope you
appreciate the great

lengths that STC have gone to with
this issue's PC Zone...

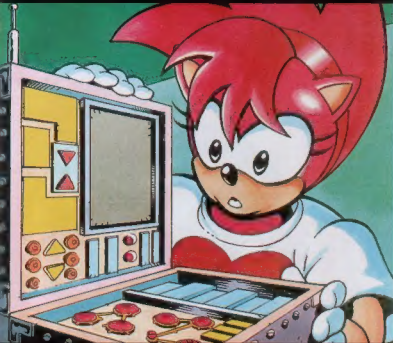


Mark Penman, East Ardsley, Wakefield.
Sonic & Knuckles Hog Tag Winner.

WHAT'S INSIDE

00 *STC 89's*

HELL-BENT HALLOWEEN ISSUE?



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DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME

ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN *STC*.


THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 88

% 

Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.



Elliot

from NIGHTS Sega's latest Saturn release!